

FIG.1

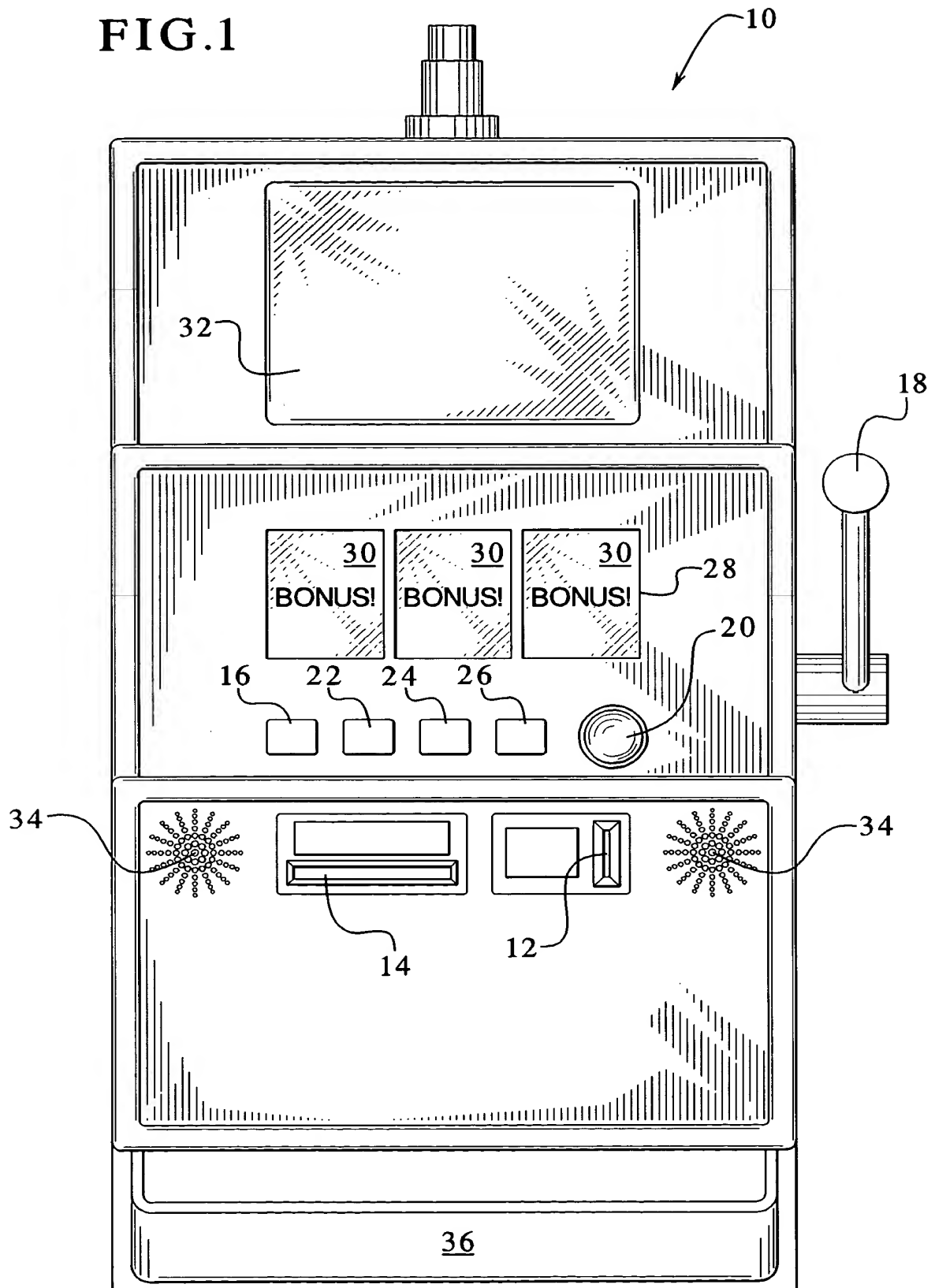




FIG.3









TARGETS <sup>52</sup>	NON-TARGETS <sup>54</sup>
	10
	20
	30
	40  <sup>56a</sup>
	45  <sup>56b</sup>
50	
	55  <sup>56b</sup>
	60  <sup>56a</sup>
	70
	80
	90
	100

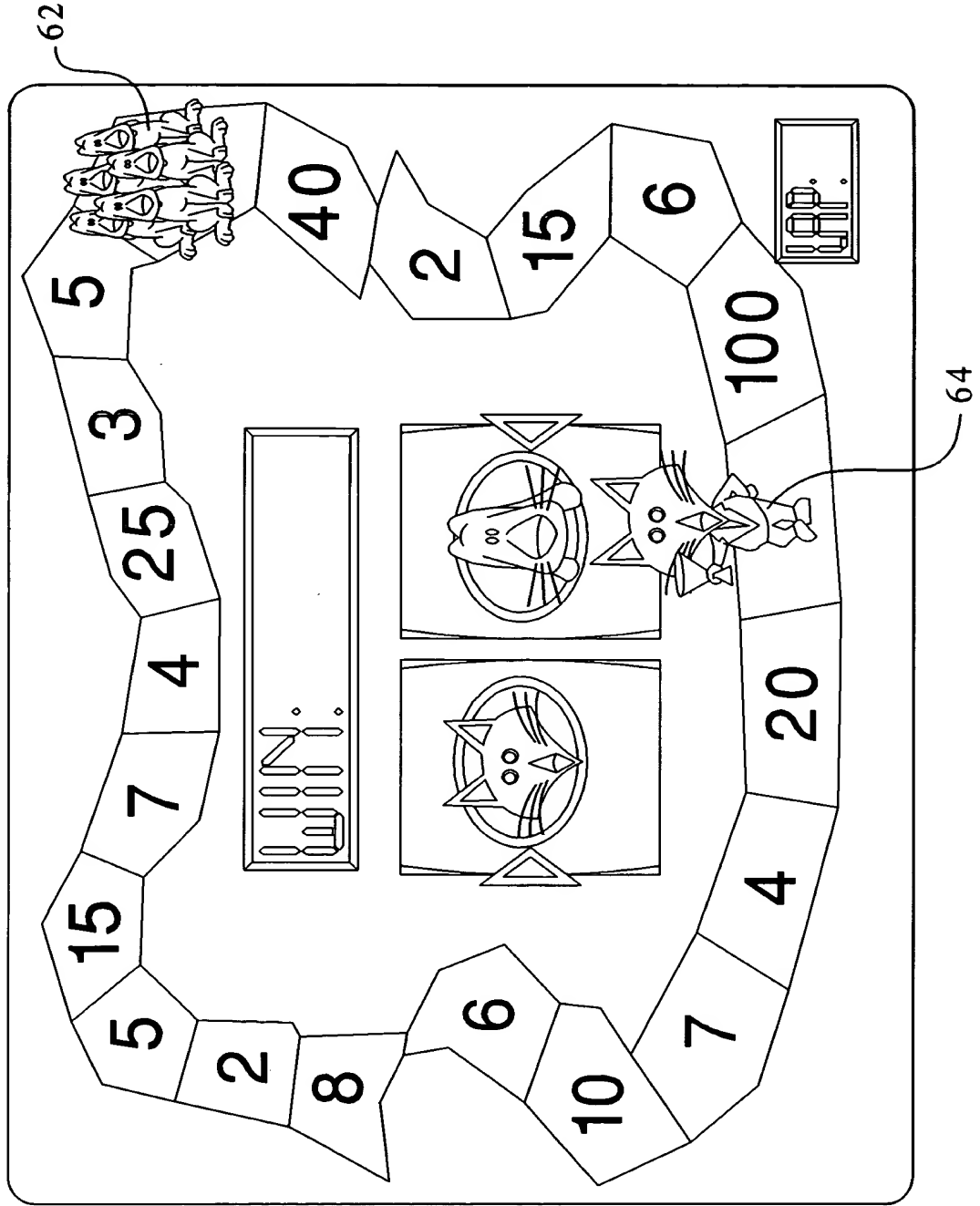
FIG.4

PITFALLS <sup>58</sup>	NON-PITFALLS <sup>60</sup>
	10
	20
	30
	40  <sup>56a</sup>
	45  <sup>56b</sup>
50	
	55  <sup>56b</sup>
	60  <sup>56a</sup>
	70
	80
	90
	100



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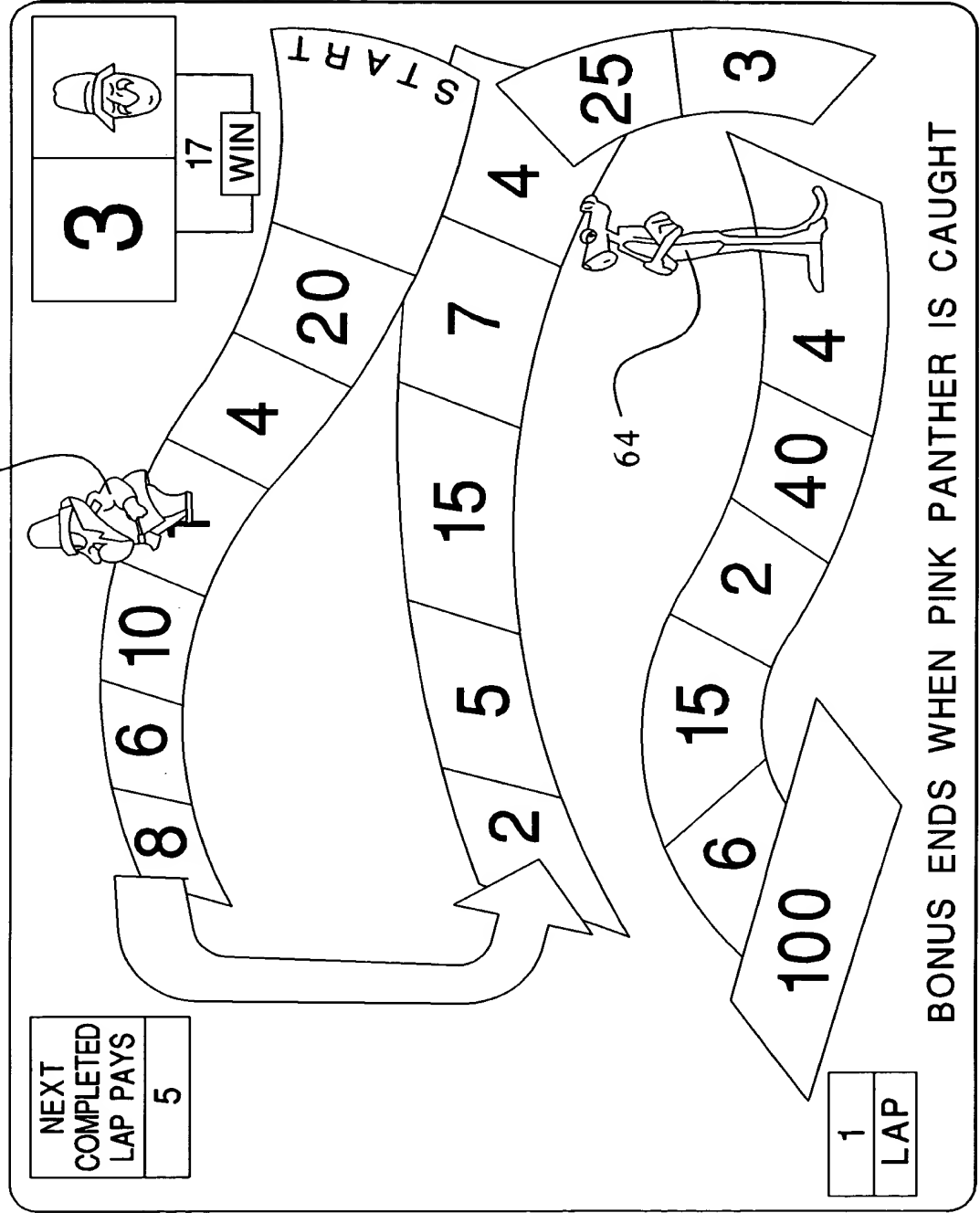
FIG. 7



APPROVED	C.G. FIG.
BY	CLASS/SUBCLASS
DRAFTSMAN	

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FIG. 8



APPROVED	C.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

FIG. 9

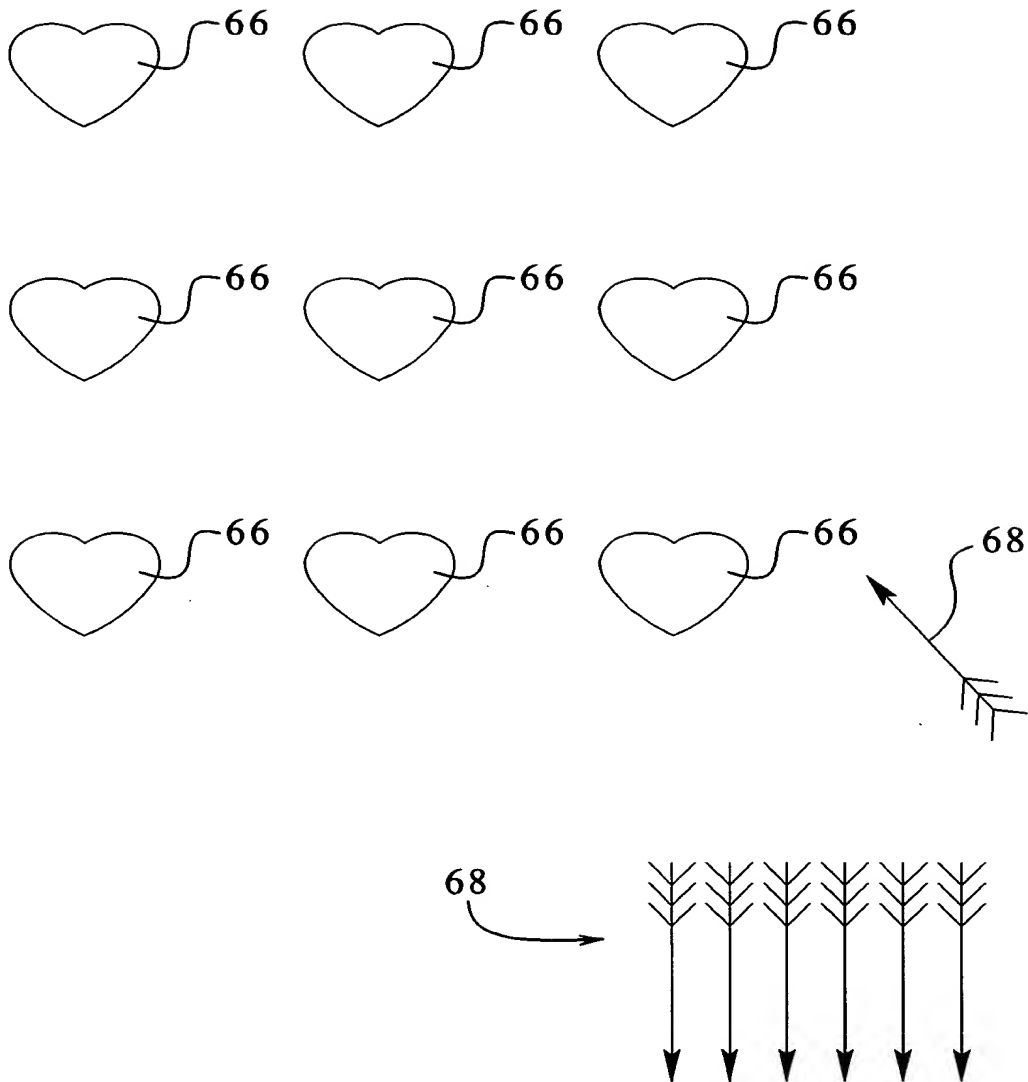


FIG.10

NUMBER OF TIMES PLAYER DOES NOT REACH AWARD OR DEDUCTION	SOUND EFFECT
2	SOUND 2
3	SOUND 3
4	SOUND 4
5	SOUND 5
N	ANY SOUND

FIG.11

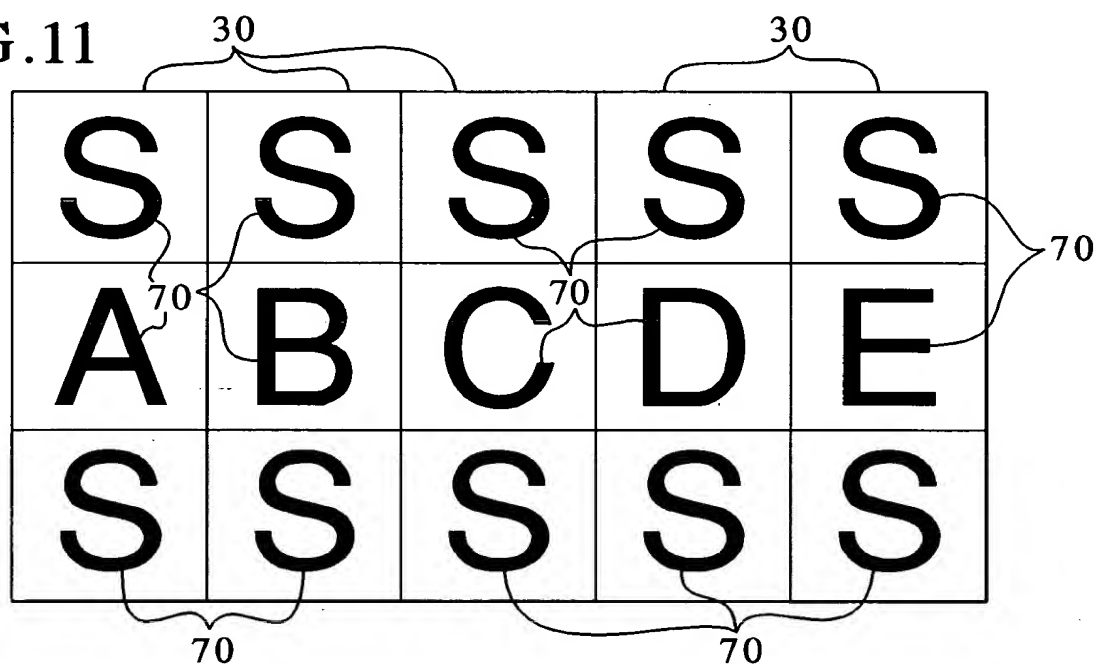
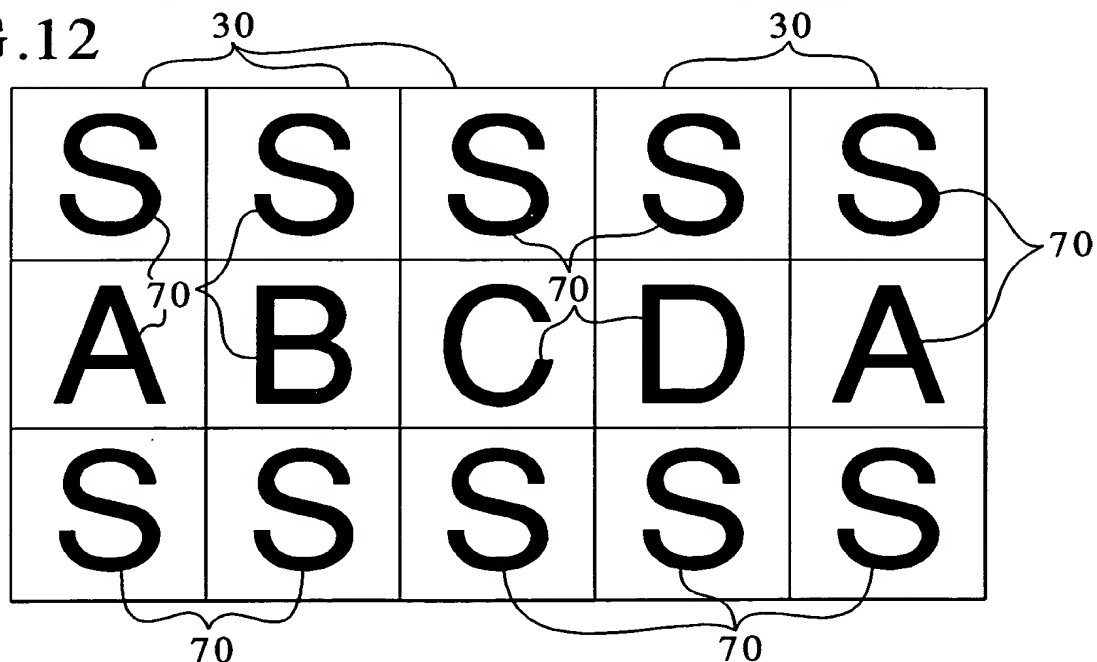


FIG.12



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